CLAIMS:

What is claimed is:

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- 1. A slot machine comprising a rotatable reel, the reel bearing a plurality of discrete symbols and a continuous graphical element extending between adjacent ones of the discrete symbols such that the discrete symbols are unified by the graphical element.
- 2. The slot machine of claim 1, further including means for rotating and stopping the reel to place the discrete symbols on the reel in visual association with a display area.
- 3. The slot machine of claim 2, further including means for determining a payout based, at least in part, on the discrete symbols associated with the display area.
- 15 4. The slot machine of claim 1, wherein the discrete symbols are superimposed over the graphical element.
 - 5. The slot machine of claim 1, wherein the graphical element includes a trail.
- 20 6. The slot machine of claim 5, wherein the trail is selected from a group consisting of a road and a board game path.
 - 7. The slot machine of claim 1, wherein the reel is simulated on a video display.
- 25 8. The slot machine of claim 1, wherein the reel is physical and driven by a stepper motor.
 - 9. A slot machine comprising a rotatable reel, the reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element, the reel also bearing a discrete symbol moving between the adjacent ones of the discrete symbol positions as the reel is rotated.

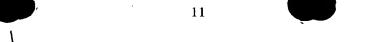
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- 10. The slot machine of claim 9, further including means for rotating and stopping the reel to place a portion of the reel in visual association with a display area.
- 5 11. The slot machine of claim 9, wherein the discrete symbol is superimposed over the graphical element.
 - 12. The slot machine of claim 9, wherein the graphical element includes a trail.
- 10 13. The slot machine of claim 12, wherein the trail is selected from a group consisting of a road and a board game path.
 - 14. The slot machine of claim 9, wherein the reel is simulated on a video display.
- 15. The slot machine of claim 9, wherein the reel is physical and driven by a stepper motor.
 - 16. The slot machine of claim 9, further including means for determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.
 - 17. The slot machine of claim 16, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.
- 25 18. A method of conducting a slot game on a slot machine controlled by a processor, comprising:

receiving a wager from a player; and

rotating and stopping a reel to place a portion of the reel in visual association with a display area, the reel bearing a plurality of discrete symbols and a continuous graphical element extending between adjacent ones of the discrete symbols such that the discrete symbols are unified by the graphical element.



- 19. The method of claim 18, wherein the discrete symbols are superimposed over the graphical element.
- 20. The method of claim 18, wherein the graphical element includes a trail.

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- 21. The method of claim 20, wherein the trail is selected from a group consisting of a road and a board game path.
- 22. The method of claim 18, wherein the reel is simulated on a video display.

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- 23. The method of claim 18, wherein the reel is physical and driven by a stepper motor.
- 24. The method of claim 18, further including determining a payout based, at least in part, on the portion of the reel associated with the display area.
 - 25. A method of conducting a slot game on a slot machine controlled by a processor, comprising:

receiving a wager from a player;

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- rotating a reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element; and
- moving a discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

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- 26. The method of claim 25, further including stopping the reel to place a portion of the reel in visual association with a display area.
- 30 27. The method of claim 25, wherein the discrete symbol is superimposed over the graphical element.
 - 28. The method of claim 25, wherein the graphical element includes a trail.



- 29. The method of claim 28, wherein the trail is selected from a group consisting of a road and a board game path.
- 5 30. The method of claim 25, wherein the reel is simulated on a video display.
 - 31. The method of claim 25, wherein the reel is physical and driven by a stepper motor.
- 10 32. The method of claim 25, further including determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.
- 33. The method of claim 32, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.